

## ABSTRACT OF THE DISCLOSURE

A text 220, which needs to be displayed constantly, is displayed on the floor/wall 206C in the background image 202. This text (number) 220, as shown in Fig. 5, is structured of an aggregate of a plurality of plate polygons 222. Each of these plate polygons can be subject to gradation in accordance with the camera viewpoint, and, as a result, is displayed in a state of being three-dimensional with concavities and convexities against the floor/wall 206C as illustrated in Fig. 4. These plate polygons 222 cannot become the counterstroke face of the ball 212, and the floor/wall 206C is judged as a plane.

[FIG. 1]

2 CONTROLLER PAD  
3 CD-ROM DRIVE  
5 COMMUNICATION DEVICE  
103 MAIN MEMORY  
104 GRAPHIC MEMORY  
105 SOUND MEMORY  
106 BACKUP MEMORY  
108 VIDEO ENCODER  
109 SOUND PROCESSOR  
110 D/A CONVERTER  
111 BUS ARBITER

[FIG. 7]

226 MOVEMENT MODE DISTINCTION UNIT  
228 FUNCTION SELECTING UNIT  
OPERATIONAL SIGNAL  
230 STANDARD OPERATIONAL STATUS DETERMINATION  
232 RELATIVE POSITION CONTROL UNIT OF CONTACT POINT AND BALL  
234 PROCESSING EXECUTION UNIT  
236 LOCK-ON SELECTION UNIT  
OPERATIONAL SIGNAL  
238 SPECIAL OPERATIONAL STATUS DETERMINATION  
240 RELATIVE POSITION CORRECTION UNIT OF CONTACT POINT AND

BALL

242 PROCESSING EXECUTION UNIT

[FIG. 8]

SWING ACTION CONTROL ROUTINE

250 WHAT IS OPERATION MODE?

STANDARD MOVEMENT

252 OPERATIONAL STATUS DETERMINATION OF PLAYER

254 SWING MOTION

256 RELATIVE POSITION CALCULATION OF CONTACT POINT POSITION  
AND BALL

258 MOVEMENT DIRECTION CALCULATION OF BALL

260 BALL DISPLAY CONTROL

SPECIAL MOVEMENT

262 AURA DISPLAY ELIMINATION

264 SWING MOTION

266 BALL POSITION CORRECTION

RETURN

[FIG. 11]

AURA GENERATION CONTROL ROUTINE

300 TIME FOR AURA GENERATION?

302 CAMERA VIEWPOINT POSITION RECOGNITION

304 AURA DISPLAY OMITTED

306 DISPLAY RESPECTIVE COLLISION BALLS ON PROJECTION SCREEN  
308 DECIDE CENTER OF PROJECTION CIRCLE OF REFERENCE COLLISION  
BALL  
312 POSITION CALCULATION OF FARTHERMOST PORTION OF RADIAL  
LINES AND PROJECTION CIRCLE OF RESPECTIVE COLLISION BALLS  
314 EXTEND  $+\alpha$  TOWARD RADIAL LINES  
316 CONNECT FINAL CONTOUR POINT AND SET AURA GENERATION AREA  
318 AURA DISPLAY CONTROL  
RETURN

[FIG. 14]

GAME START MEANS

GAME IMPLEMENTATION MEANS

INCLINATION MEANS

ROLLING MEANS

ORIENTATION MEANS

BALL ROLLING STATUS DETECTION MEANS

CHARACTER MOVEMENT SELECTION MEANS

GAME OVER DETERMINATION MEANS

[FIG. 15]

GAME START

1500 GAME PROCESSING  
1502 BALL ROLLING ON INCLINED PLATE FACE  
1504 GENERATION OF CHARACTER BEHAVIOUR SELECTION  
1506 CHARACTER FRONT FACE SETTING  
1508 COLLISION DETERMINATION AGAINST BALL  
RETURN